
Subject: Buying armour & health.

Posted by [\[sg\]theOne](#) on Tue, 11 Mar 2003 06:26:08 GMT

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I dont mod as of now but think this is an interesting idea.

Is it possible to make a mod that allows for oh say +50health buys

or +100armour buys EXCEPT for the highest level infi ? When I say 'buys' I mean through the PT.

Thanks

The One

Subject: Buying armour & health.

Posted by [Sk8rRIMuk](#) on Tue, 11 Mar 2003 08:09:15 GMT

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I should very much imagine so using a similar system to that of the maximum heath upgrade...

Unfortunately I am not good moddder but I think the idea of using the maximum health upgrade system may be good but as I say I am not a modder.

-Sk8rRIMuk

Subject: Re: Buying armour & health.

Posted by [Havoc 89](#) on Tue, 11 Mar 2003 09:32:13 GMT

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The One

Whats the point of that, when you have "REFILLS"???

Subject: Buying armour & health.

Posted by [laeubi](#) on Tue, 11 Mar 2003 09:42:33 GMT

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I'm a modder

It is not posible to 'exclude' some chars from purchasig something from the PT, and the buing armour thing is not possible as I think.

I have tried it some time ago, but it didn't work, mabe that is the reson why westwood has removed thid feature from the relase of Renegade (it was palned to implement this, but never

done)

Subject: Buying armour & health.
Posted by [\[sg\]theOne](#) on Tue, 11 Mar 2003 09:43:43 GMT
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So you could upgrade the health/armor of the charactor of your choice if you had the funds.

Subject: Buying armour & health.
Posted by [laeubi](#) on Tue, 11 Mar 2003 09:48:23 GMT
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There are 2 ways:
* give more amor at the start (seting up in Commando)
* or make ArmorUpgrade spawners.
[/list][list]

Subject: Buying armour & health.
Posted by [General Havoc](#) on Tue, 11 Mar 2003 12:35:27 GMT
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There is a script that can be used to buy presets when you enter a certain zone. Although it's not from a PT it will take the cash away and spawn a preset at the location specified. This script is called JFW_Preset_Buy and can be added to your map. Other than that the only other way you can buy a weapon is to replace the nuke/ion with a weapon to buy from the PT. these can be changed in the PT settings found under the global data.

_General Havoc

Subject: Buying armour & health.
Posted by [laeubi](#) on Tue, 11 Mar 2003 12:57:10 GMT
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The script can't take away money.

Subject: Buying armour & health.
Posted by [General Havoc](#) on Tue, 11 Mar 2003 13:10:05 GMT
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It depends on what DLL your using it will be tested before the new DLL is realease so i can assure

you it should work in version 1.1 of the DLL if it is tested and a fault is found with it.

_General Havoc

Subject: Buying armour & health.
Posted by [Deafwasp](#) on Tue, 11 Mar 2003 17:33:09 GMT
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so could you make refills cost money? Like if your wounded, you go refill and it cost 100 credits?

Subject: Buying armour & health.
Posted by [General Havoc](#) on Tue, 11 Mar 2003 17:42:45 GMT
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Yeah in theory it would work just by editing the PT settings. That would work great in a sniper type map having to pay 200 to refill, it would make the game work better and people less willing to go back for refills.

Subject: Buying armour & health.
Posted by [Deafwasp](#) on Tue, 11 Mar 2003 17:50:33 GMT
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lol, I hardely ever die unless the n00bs on my side get us doomed. Like the time I was a mendoza and was attacking gdi, and the idiots let a damn medium tank take out the obelisk. I was too far away. But when they started mammy rushing I took out 3 mammys before I died for the first time.

But back on subject, I think all mods should charge for a refill. I do beleive it was the creators original intent to open up a refill menu instead of just refilling you when you clicked on refills. Because in the files are PT icons for Health, armour, ammo, and other powerups. It would be cool if for 1000 credits you could buy armour that doubles your armour, and a needle looking icon that double your health for 1000 creds. But head shots, of course would still kill you.

Subject: Buying armour & health.
Posted by [Halo38](#) on Tue, 11 Mar 2003 18:07:33 GMT
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If you doubled your health and armour you could take 2 obby Hits! no one would obby walk anymore because you wouldn't need to!!

Subject: Buying armour & health.
Posted by [Deafwasp](#) on Tue, 11 Mar 2003 21:13:39 GMT
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but wouldnt it be better not to get hit by the ob anyhow? so people may still do it. And to fix that, say this armour upgrade does not protect you against obelisk, or say the obelisk is like when you fall from a high place, effects your life not your armour. Problem solved.

Subject: Buying armour & health.
Posted by [\[sg\]theOne](#) on Wed, 12 Mar 2003 03:12:27 GMT
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So am I to understand someone is currently working on such a project as part of their mod ? If not I may delve into the Rene-Mod world for this reason specifcly..then again I may not since mods are used wide spread in the 'general population' of servers...we will see. Thanks for all the feed back !
